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# ANIM EXPORTER PLUGIN FOR DAZ STUDIO 4

## SUPPORT

Everything has been done to make the operation as smooth as possible. However, should encounter any problem, please use the [contact form](#) on the site or send an IM or a notecard to [Sabrina Tamerlane](#) in world.

## USING THE HUD

After your purchase in Second Life you will receive a HUD that you should wear. The HUD will let you register the plugin and download the installer file.



This icon will be displayed until the HUD successfully contacts the server. If the server does not respond immediately then you can try again by clicking on this icon.



Click the info button to check your licensing details. Your license covers 1 year of updates. After it is expired you will still be able to download the plugin but not the newest versions.



If the download icon appears in white, it means that your license has not been registered yet. Please do so by following the next step.



Click the licensing button to register your plugin. If you are already licensed then it will add 1 year of updates to your account.



Once your license is registered the button will appear in white.



Once registered, the download icon should appear in black and you can click it to access to the downloads page.



You can detach the HUD by clicking this icon.

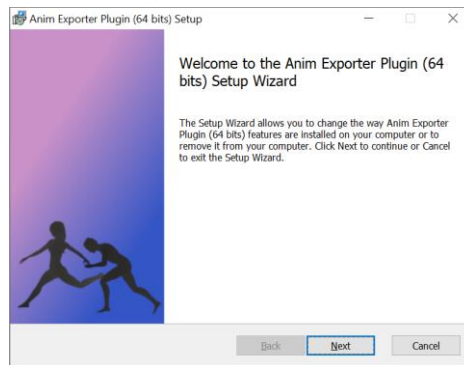
## DOWNLOADING THE PLUGIN



After clicking the download button on the HUD you should be taken to this download page. The version numbers refer to the year, the month, the day and the build number. If you have installed the 32 bits version of DAZ Studio then choose the x86 version, otherwise you should go with the x64 version.

## INSTALLING THE PLUGIN

Once downloaded, simply launch the installation wizard:

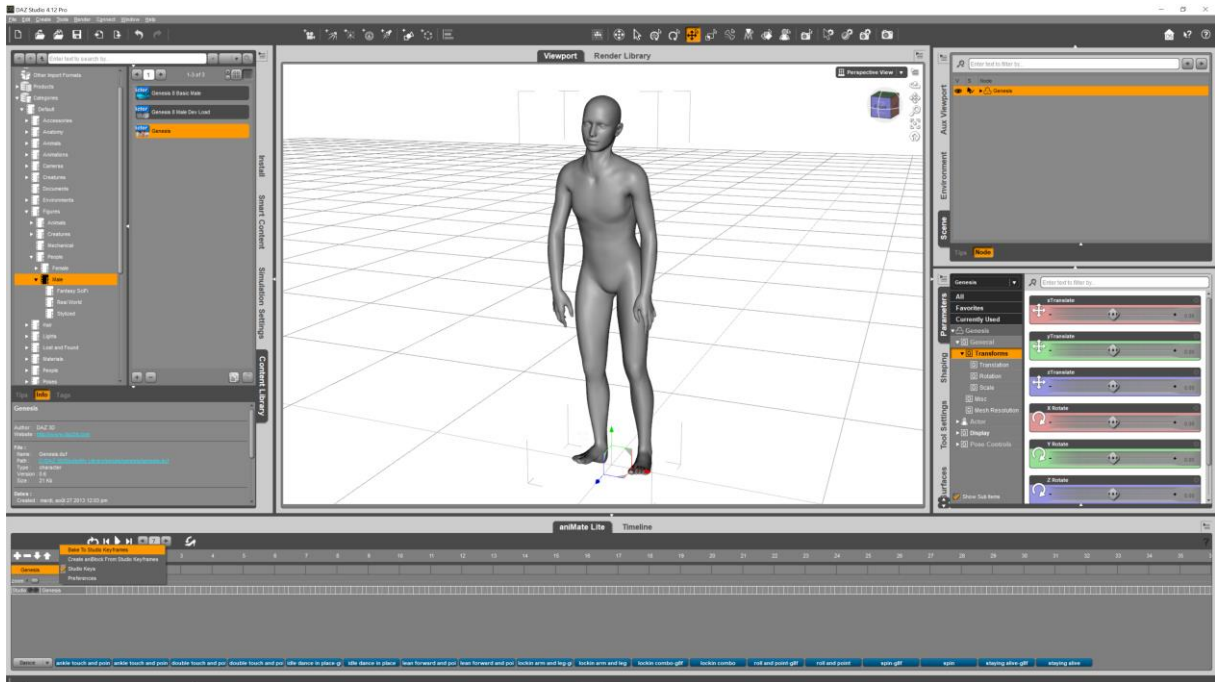


The installer will fail if DAZ Studio 4 is not installed on your computer. You can get it [here](#).

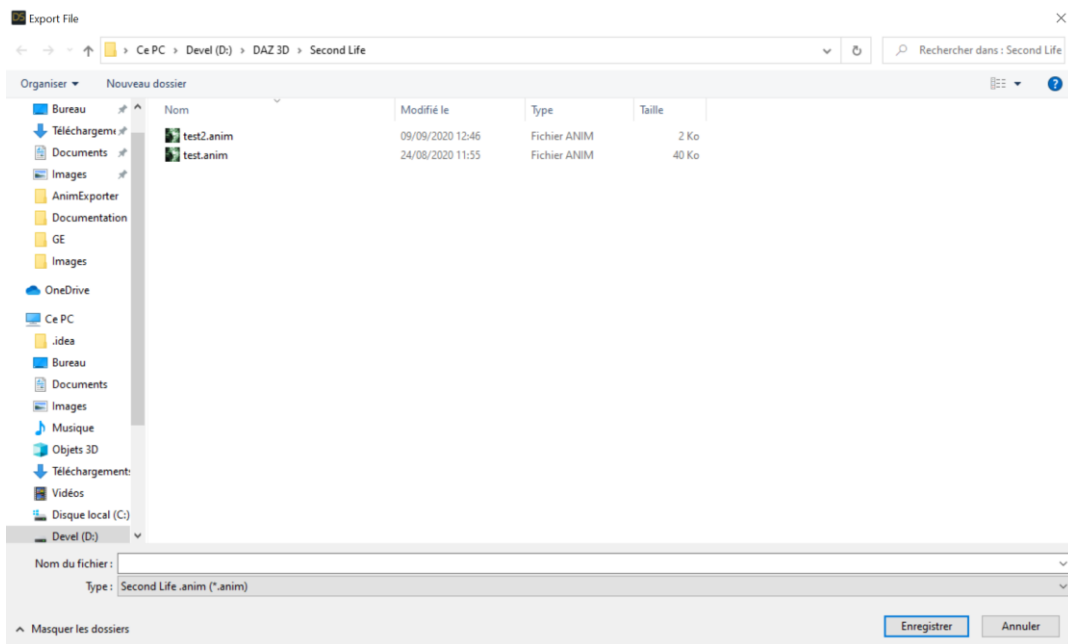
## EXPORTING FROM DAZ STUDIO 4

In order to export your animations from DAZ Studio, you will need a compatible skeleton. The simplest skeleton one to use is the Genesis model from DAZ. Other skeletons type are supported but the results may be imperfect. The Genesis 8 skeleton is not recommended because its default position is an A-pose and not a T-pose and the results will probably disappoint you. If the exporter recognizes the skeleton then it will remap the bones.

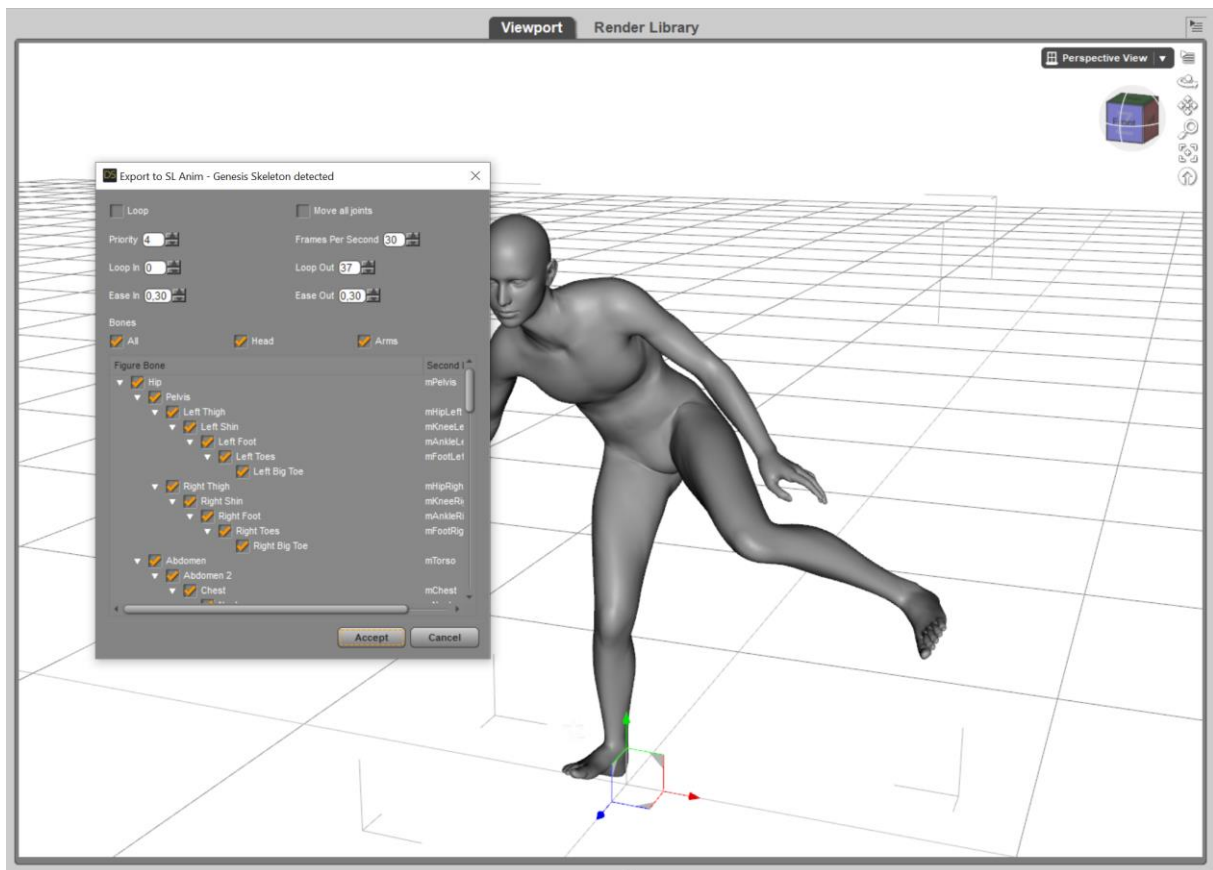
In this example the Genesis male model is loaded and the Animate 2 ankle touch is used. When using Animate 2, specially more than one, it is better to bake the keyframes before exporting to Second Life.



Once you are ready, select Export in the File menu then choose the Second Life .anim option, like so:



After clicking the Save button, a dialog will open with various parameters:



Loop : whether you want the animation to loop or not.

Move All Joints: if this option is selected, the non-moving joints will also be exported.

Priority: the Second Life animation priority, it ranges from 1 to 6

Frames Per Second: this lets you change the animation speed if you want different speeds for the same animation.

Loop In / Loop Out: if you have chosen the loop mode, then you can select here the first and the last frames of the loop, starting from 0.

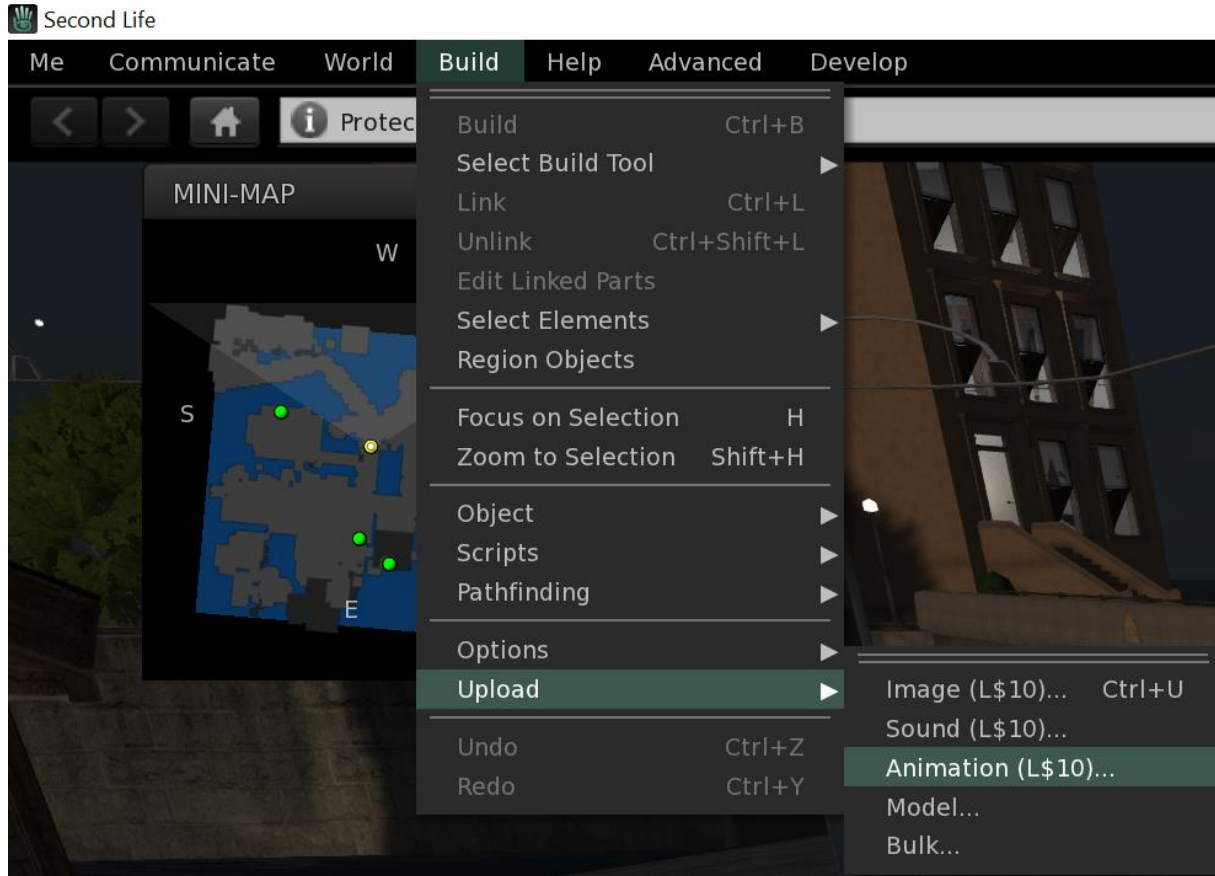
Ease In / Ease Out: please consult the Second Life wiki about these options.

Bones: you can select or deselect the bones as you wish. On the left is the native bone name, on the right the Second Life bone name. There are 3 boxes for fast selecting/deselecting all the bones, the head only or the arms only.

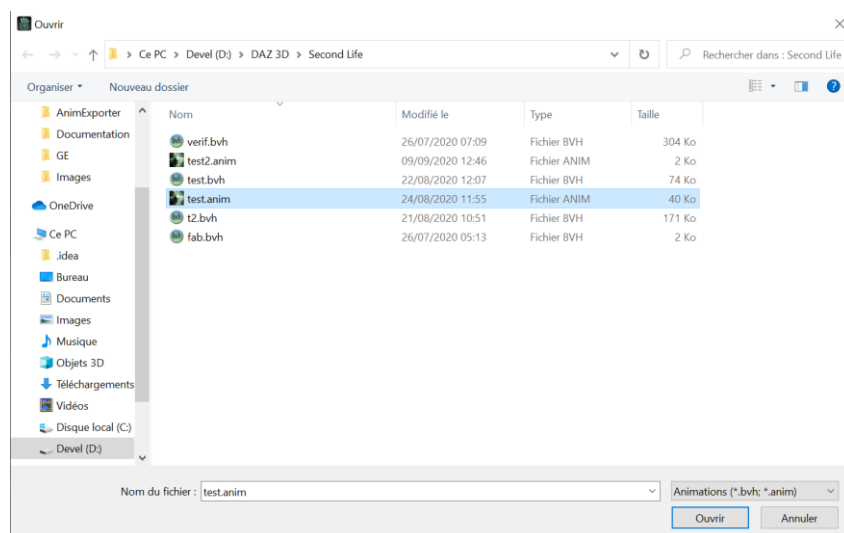
Once done, click Accept and your animation will be ready for upload in Second Life.

# IMPORTING IN SECOND LIFE

In order to upload your animation to Second Life, select Build > Upload > Animation in the menu:



From there you will be prompted with a file dialog where you can choose the file that you have exported in the previous step.



After that your animation will appear in your inventory, double click on it to try it.

